



# CRYPT GUARDIAN

Insect • Myth • Leader

MOV COM RAN ARC MYT WND SAN

7/10 8/7 7/7 4/7 4 20 10

## BLADED LIMBS

COM • Base • Haemorrhage

## DIGESTIVE ENZYME

RAN • 10" • Burn

## LEADER

This model when activated gains +1 AP.

## WINGED

This model automatically passes any jumping or falling tests it is required to make from any height.

## SUREFOOTED

This model ignores difficult terrain when moving.

## GUARDIAN

This model gains 1 re-roll this turn if it is within 4" of an objective.

## INSATIABLE

If this model does not make a COM attack during its activation, it suffers 1 WND as its activation ends. It may attack friendly models.

## ABOMINATION

This model causes Fear. SAN loss occurs regardless of whether you pass or fail your Fear test. If passed you may act as normal.

## HARDENED CHITIN

Any non-condition damage suffered by this model is reduced by 2 to a minimum of 1.



75MM BASE